

AMENDMENTS TO THE SPECIFICATION:

Please amend the specification as follows:

Please replace the title of the application with the following new title:

--THREE-DIMENSIONAL IMAGE DISPLAY METHOD AND APPARATUS
UTILIZING A DETECTOR FOR DETECTING A POSITION OF A LIGHT SOURCE, TO
SHADE A VIRTUAL OBJECT--

Please amend the paragraph beginning at page 12, line 9, to read as follows:

Next, shadows are added to display objects 5 and 6 on comparison between the position and lightness of the light source 3 thus obtained and the imaginary positions of the display objects within the three-dimensional image displayed (see Fig. 5). More specifically, a shadow is added to the side of the display device 1 in case where the position of the display object 5 is closer than the light source 3 with the display device 1 being as a reference and a shadow is added to the opposite side of the display of the display device 1 in case where the position of the display object 6 is farther than the light source 3. It is needless to say that, such a shadow is properly added to the side, opposite side, the right or the left of the display device 1, depending on the position of the light source 3. When displayed content is a 3D-CG technique, in an existing rendering software, for adding shade to the content with the light source being located at a desirable position has been known. It is possible to generate a CG image on which the lighting condition in the real space is reflected, by using such a rendering software and reproducing a virtual light source in a CG space in which conditions such as the detected position and lightness of the actual light source are given. When the displayed

content is an actually photographed image, the content can be dealt in a similar way so long as the actually photographed image data has been converted into a 3D modeling data, for example, by a method which converts the photographed image data into a surface model such as polygon and mapping an image onto a shape data. Also, when an original 3D data has already been given some kind of light source condition in the CD space, the light source condition in the CG space and the obtained light source condition in the real space are mixed. With regard to a phenomenon in which application of the light source in the real space onto the display screen decreases the contrast, there have been proposed many techniques for modulating display luminance or the like to compensate the decrease of the contrast, in not only the three-dimensional display device but also other fields. ~~The techniques include ###, ###, and ###, which may be incorporated herein by reference in its entirety.~~